```
ec::InputListener

# m_callbackContainers

# m_enabled

+ ~InputListener()
+ inform()
+ enable()
+ isEnabled()
+ addCallback()
+ removeCallbacksOfType()
+ removeAllCallbacks()
# InputListener()
# processEvent()
```

```
ec::CameraController
```

+ CameraController() + ~CameraController() + tick() + reset()

+ CameraController()

- + setCamera() + getCamera()
 - # processEvent()
 # processMouseMovement()
 # processMouseButtonDown()
- # processMouseButtonUp()
 # processKeyDownInput()
 # processKeyUpInput()
 # processScrollInput()